

ICCA ROUTINE SCORE SHEET

School: _____ Division: _____

	Possible Points
I. Projection:	
A. Voice (Articulation / Clarity)	10
B. Spirit/Showmanship (facial expression, eye contact, enthusiasm, smile)	10
II. Fundamental Skills:	
A. Motions (sharpness, execution, technique, synchronization)	10
B. Jumps (variety, technique, uniformity, execution, synchronization)	10
C. Tumbling (technique, variety, execution, synchronization)	10
D. Stunts/Pyramids (variety, technique, execution, incorporation, synchronization)	10
III. Overall Effect:	
A. Difficulty	10
B. Formation & Spacing (use of floor, transitions)	10
C. Choreography/Creativity/Originality	10
D. Crowd Appeal (impact, energy, continuity, performance, quality, visual impact)	10

100 points

ICCA GAME CHEER SCORE SHEET

SCHOOL _____ DIVISION _____

Possible Points

I. Projection:

- A. Voice (Articulation/Clarity) 10
- B. Spirit/Sportsmanship 10
(facial expression, eye contact, enthusiasm, smile)
- C. Leadership Skills 10

II. Fundamental Skills

- A. Motions 10
- B. Jumps 10
(variety, technique, uniformity, execution)
- C. Synchronization 10

III. Overall Effect

- A. Difficulty 10
- B. Formations & Spacing 10
(use of floor, transitions)
- C. Choreography/Creativity/Originality 10
- A. Crowd Appeal 10
(impact, energy, continuity, performance, quality,
and visual impact)

100 points

ICCA Technical Score Sheet

School: _____ Appearance (10)
Division: _____ Hair/Hair Accessories
Shoes/Socks
Nails
Uniform
Make-up

TIME Violations:
1-10 Sec. (4 pts.)
11-30 (8 pts.)
31 + (Disqualified)

<u>INFRACTIONS</u>	<u>POINTS</u>
1. Illegal skill performed	16
2. Pyramid collapse (3 or more)	12
3. Incorrect Spotting	8
4. Missed pyramid/stunt	8
5. Incorrect/inappropriate or implied wording, language, or gestures (sportsmanship)	8
6. Missed stunt/not attained but stable	4
7. Inattentive Spotting	4
8. Missed gymnastics	4
9. Boundary – out of bounds	4
10. Illegal use of signs/poms/etc.	4
11. Illegal supports/braces/etc.	4
12. Fingernails/jewelry/ etc.	4

Stunt Group Requirements:
2 Divisions – All-Girl and Coed

1. Group made up of 4-5 participants
2. Time limit: 1:00
3. ICCA Scoring Guidelines apply
4. Music appropriate to high school game situation
5. Individuals may compete in only one group
6. No limit on number of groups a school may enter
7. If numbers dictate a need for preliminary competition, ICCA will select a basic music for all competitors with an 4/4 count. Teams may use their own music in the finals.

Scoresheet Categories
Stunt Group

Technical Skills	
Stunt Execution	20 points
Stunt Difficulty	20 points
Variety of Stunts	20 points
Overall Effectiveness	
Creativity/Transition	20 points
Showmanship/Crowd Appeal	20 points
Total Points Per Judge	100 points